

## Dzmitry Navak

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## Education

Belarusian State University, Physics Faculty

Sep 2004 - June 2009

## Summary

Have about 7 years of software development experience, mostly as iOS developer. Started with C for programming ARM microcontrollers and C++/C# coding for physical processes simulation.

Spent several years as freelancer working on ecommerce solutions for Russian market using PHP as backend developer and CSS/js as front-end.

In 2011 joined Burstly iOS team and started way in mobile development. Love it because in mobile relatively small team has the possibility to build world-class products.

## Technical Skills

**Languages:** Proficient with Objective-C and Swift. Also had experience with: PHP, JavaScript, SQL, HTML, C/C, Bash, JAVA, Python

**Databases:** MySQL, SQLite, Realm (Android), SQL Server

**Development Software:** Xcode, Android Studio, Visual Studio, Git/SVN

**Application / Web Servers:** Apache

**Cloud services:** Amazon AWS (EC2, S3), MS Azure, Quickblox

## Additional

**Languages:** English - intermediate, Russian - native

**Interests:** Orienteering, running, adventure races as competitor, cycling as fan, travelling, education

## Key mobile projects

### Color Therapy. Sep 2016 - Current

**Description:** Mobile coloring app with embedded social network for coloring fans.

**Environment:** Swift, Objective-C, C, Team City CI, Core Data, SnapKit

**Team:** 5 iOS, 2 backend and 1 frontend developers, 2 manual QA.

**Role:** Technical Lead. My key responsibilities are organizing communication between technical team and product owner, hiring new team members, release planning, discussions for most important technical decisions, setting up development and testing workflow.

<https://itunes.apple.com/us/app/color-therapy-adult-coloring-book-for-adults/id1031002863>

### Classpass iOS app (classpass.com) Jan 2015 - Aug 2016

**Description:** Classpass is a fast growing service which provides access to booking sport activities in different Cities. Main idea it to sell one plan which gives access (with some limitations) to any partner gym, yoga studio etc. Started from NY it now works in more than 50 cities in US, Uk and Australia.

**Environment:** Swift, Objective-C, Circle CI, Quick/Kiwi, SnapKit, Mantle, Mixpanel

**Role:** iOS developer. Discussing and implementing improvements for maps, content filtering and new features like ratings, A/B testing app features. Working on code refactoring to make it less coupled and more reusable. Implementing unit tests. Code reviews. Moving app from Obj-c to Swift.

## 2014-2015 Musicfeed

**Description:** Social music app which collect and organize your and your friends music tracks from youtube, spotify, soundcloud.

**Environment:** Objective-C, Team City CI, Core Data, AVFoundation

**Team:** 3 iOS and 1 backend devs.

**Role:** Technical Lead, iOS developer. My key responsibilities were to find best approach to finish initial app prototype and prepare it to release, organize team and review code of other developers.

<https://itunes.apple.com/us/app/musicfeed-discover-new-music/id953895783>

## Sport.com & Yoga.com iOS apps Jan 2014 - Oct 2014

Mainly worked with their yoga app (<https://itunes.apple.com/us/app/id653453499?mt=8>). Also with fitness and heartrate apps (see links on sport.com).

**Description:** Fitness apps with social functions.

**Environment:** Objective-C, RestKit, Cocoapods

**Role:** iOS developer. Implementing first version of native social module with local data storage “Fit&Share” (something like instagram for fitness). Module was fully customizable using css-like syntax files for simple integration in the different apps. This module was released as separate app later - <https://itunes.apple.com/US/app/id977991432?mt=8> (not by me)

Working on yoga app updates, ios7 redesign with UI based on serverside configs for A/B testing support. Working on other common modules for all apps, preparing heartrate app for release.

## 2014 Loopworks Measure iOS app

**Description:** Loopworks Measure combines an iOS phone or tablet App that utilises a self-calibrating Receiver that together become the most accurate, dedicated field strength meter (FSM) currently available. The App and Receiver are supported by the Loopworks online database and reporting tools.

**Environment:** Objective-C, CoreAudio, AudioUnit, Novocaine, Accelerate Framework

**Team:** 1 iOS dev.

**Role:** iOS developer. My key responsibility was to implement app from scratch based on customer technical specifications for sound analyzers to calibrate their hearing-aid systems according to standards..

[http://www.ampetronic.co/Products/testing\\_equipment/Loopworks-Measure-iOS-App/App](http://www.ampetronic.co/Products/testing_equipment/Loopworks-Measure-iOS-App/App)  
[Check on itunes](#)

## Burstly SkyrocketApp iOS SDK Mar 2011 - Jan 2014

Product was closed after aquired by apple:

(<http://appleinsider.com/articles/14/03/13/apple-acquired-burstly-may-be-closing-down-skyrocket-app-monetization-service->)

**Description:** skyrocketapp was a SDK for mobile app developers, monetization instrument which integrates most of mobile Ad-networks (has own Ad-network too) and solutions in one customizable and ready to use instrument. It was used by most of “big names” in mobile game-dev as Rovio, EA, Zynga, Disney

**Environment:** Objective-C, Team City, GHUnit, UIAutomation, js

**Role:** remote iOS developer. Communication with team, planning of product improvements. Implementing TDD using TeamCity as continuous integration server for iOS and Android. Working on refactoring of SDK core, integrate new partners networks, implementing new JS-driven MRAID Ad's. Working with most important clients as remote engineer to help solve their problems with any Ads integrations.

